I figured I should say something as my leave was a bit abrupt and.. unexplained. Some of you may think "oh *noes* omni hats us?". But that's not the case.

Let's start from the very beginning.

A very good place to start.

January, 2013. AO launches publicly. I find it through some YouTube vids and hop on the hype train, and start hosting servers a few months later. I never liked cases, I find them boring. In my whole time in AO I played two or three. Hosted a terrible server for a few years(The Cookie Conglomerate, for anyone who remembers).

4th of October 2014: Fanat releases 1.7.5, his final revision of AO. Fortunately, I managed to swap Fanat's AttorneyOnline.exe with a tweaked one that removed errors. This tweaked version was posted on the official Tumblr and became the standard. Legitimate creds to stonedDiscord for making that. (for reference, this is what AO used to be like).

But even with the biggest problem of AO(errors) gone, the client was still.. lacking. It aged terribly and was always with limits and shortcomings. In late 2014/early 2015, serverD became very prominent as well(mainly because it actually had *security* which was helpful when the "hackers" stormed AO, but that's a different story). Additionally, a new masterserver was coded when Fanat was unwilling to host his anymore and also unwilling to give away the software or the code.

This meant that the entire AO infrastructure was replaced by better software, *except* for the client. It remained the same old 1.7.5, with a few "unofficial" patches and hacks here and there. The contrast was striking. The community deserved better than 1.7.5. A dream came to be. A dream of something far better. A dream of AO2. And I was determined to make it a reality.

Summer 2015: The arduous journey of learning programming begins. I had previously peeked a bit at C++ and found it fascinating. Apparently, it also makes it a lot easier to learn other languages. After a year of self-learning programming, I felt *ready enough* to make something usable. Soon, AO2 would be a reality.

Summer 2016: I started the first AO2 version around this time. Little to no concerns were taken to "good design" or "readable code". It "launched" in late September, but wasn't compatible with most servers on the master list, causing nobody to use it. At around new year's, the code was outright depressing to look at. Nobody used it and I did not want to keep wrestling with terrible code. I started from scratch. This time around, I actually had some idea what I was doing. That helped somewhat.

February 14th 2017: That was the launch day/night of AO2.1. This one was compatible with all servers with *some* exceptions *cough*demons*cough*. The response was phenomenal. Quoting one person on launch night:

*"*DELIGHTED AUTISTIC SHRIEK*"*

Great. This was something people liked. From then and until now, improvements were made and features added. Around 2.3/2.4, it reached a somewhat stable version and more and more were using it. Last time I checked, most servers supported Fast Loading™, which means the server owners were updating as well.

I realized software is never really finished. I could go on a lot longer with AO2, but at some point I just have to say stop. For me, what was once a distant dream became reality. There's probably still plenty of improvements, fixes and features to be made, but I for one am *quite tired of AO as a whole.* I occasionally hear the blipping noises in my head. It's just been too much, for too long. As you've probably figured, I've lost interest in even managing the community. It is much better that someone who actually cares takes charge.

PS: To the people who have taken interest in contributing to the code: *good luck and sorry for making you want to jump off a cliff.*